ABSTRAK

July Situmorang, NIM. 709141098. "Penerapan Kolaborasi Model Pembelajaran *Snowball Throwing* dengan *Role Playing* Untuk Meningkatkan Aktivitas dan Hasil Belajar Ekonomi Siswa Kelas XI Akuntansi SMK Swasta Dharma Bakti Medan T.A 2012/2013". Skripsi Jurusan Pendidikan Ekonomi, Program Studi Pendidikan Tata Niaga, Fakultas Ekonomi, Universitas Negeri Medan 2013.

Permasalahan dalam penelitian ini adalah "Rendahnya aktivitas dan hasil belajar ekonomi siswa kelas XI Akuntansi SMK Swasta Dharma Bakti Medan". Penelitian ini bertujuan untuk mengetahui apakah ada peningkatan aktivitas dan hasil belajar ekonomi siswa kelas XI Akuntansi SMK Swasta Dharma Bakti Medan melalui penerapan kolaborasi model pembelajaran *Snowball Throwing* dengan *Role Playing*.

Penelitian ini dilakukan di SMK Swasta Dharma Bakti Medan T.A 2012/2013 semester genap. Subjek penelitian ini adalah siswa kelas XI Akuntansi yang berjumlah 26 siswa. Teknik yang digunakan untuk pengumpulan data dalam penelitian ini menggunakan tes hasil belajar dan lembar observasi aktivitas belajar siswa.

Hasil penelitian menunjukkan bahwa terjadi peningkatan aktivitas belajar siswa dari siklus I ke siklus II. Dari siklus I, siswa yang sangat aktif sebanyak 1 siswa (3,85%), siswa yang aktif sebanyak 5 siswa (19,23%), siswa yang cukup aktif sebanyak 12 siswa (46,15%), siswa yang kurang aktif sebanyak 8 siswa (30,78%), dan tidak ada siswa yang tidak aktif. Pada siklus II, aktivitas belajar siswa meningkat menjadi 4 siswa (15,38%) yang sangat aktif, 12 siswa (46,15%) yang aktif, 8 siswa (30,77%) yang cukup aktif, 2 siswa (7,69%) yang kurang aktif, dan tidak ada siswa yang tidak aktif. Selanjutnya hasil belajar siswa (pre tes) sebelum penerapan kolaborasi model pembelajaran *Snowball Throwing* dengan *Role Playing* diperoleh 3 siswa (11,54%) yang tuntas dengan nilai rata-rata kelas 46,92. Namun setelah penerapan, ketuntasan hasil belajar siswa (pos tes siklus I) meningkat. Sebanyak 10 siswa (38,46%) tuntas dengan nilai rata-rata kelas 65,38. Selanjutnya, hasil belajar siswa (pos tes siklus II) juga mengalami peningkatan dengan nilai rata-rata kelas 80,00 dan jumlah siswa yang tuntas sebanyak 23 siswa (88,46%). Hasil yang diperoleh menunjukkan bahwa pada siklus II diperoleh ketuntasan aktivitas dan hasil belajar ekonomi.

Berdasarkan uraian di atas dapat disimpulkan bahwa dengan penerapan kolaborasi model pembelajaran *Snowball Throwing* dengan *Role Playing* dapat meningkatakan aktivitas dan hasil belajar ekonomi siswa kelas XI Akuntansi SMK Swasta Dharma Bakti Medan T.A 2012/2013.

Kata Kunci: Kolaborasi Model Pembelajaran *Snowball Throwing* dengan *Role Playing*, Aktivitas Belajar, Hasil Belajar Ekonomi

ABSTRACT

July Situmorang, NIM. 709141098. "Implementation Collaborative models of _Snowball Throwing_ with _Role Playing_ to increase Activities and Economic Students Learning Result Class XI Accounting SMK Dharma Bakti T.A 2012/2013". Thesis Department of Economic Education, Commerce Education Studies Program, Faculty of Economics, University of Medan 2013.

The problem in this research is the "low economic activity and economic students learning result class XI Accounting SMK Dharma Bakti ". The purpose of research was to determine applied collaboration learning Model _Snowball Throwing_ with _Role Playing_ approach can enchance learning activities and economics students learning outcomes in class XI Accounting SMK Dharma Bakti.

The research was conducted in SMK Dharma Bakti Terrain TA 2012/2013 second semester. The subjects were students of class XI Accounting totaling 26 students. The technique used for data collection in this study using a test of learning outcomes and student learning activities observation sheet.

The results showed that an increase in the activity of student learning from cycle I to cycle II. From the first cycle, students are very active as much as 1 student (3.85%), students who are active as much as 5 students (19.23%), students were quite active by 12 students (46.15%), students who are less active as 8 students (30.78%), and no students were not active. In the second cycle, students' learning activities increased to 4 students (15.38%) were very active, 12 students (46.15%) were active, 8 students (30.77%) were quite active, 2 students (7.69 %) were less active, and there are no students who are not active. Furthermore, the results of student learning (pre-test) before applying collaborative learning model with Role Playing Throwing Snowball gained 3 students (11.54%) were completed with an average value of 46.92 class. But after applying, completeness student learning outcomes (post test cycle I) increases. A total of 10 students (38.46%) due to the value of the average grade 65.38. Furthermore, student learning outcomes (post test cycle II) also increased with the average grade 70.00 and the number of students who completed a total of 23 students (88,46%). The results obtained showed that in the second cycle and gained mastery learning outcomes of economic activity.

Based on the above description can be concluded that implementation collaboration _Snowball Throwing_ learning model with _Role Playing_ to increase activity and economic students learning result class XI Accounting SMK Dharma Bakti Medan T.A 2012/2013.

Keywords: **Collaboration models of _Snowball Throwing_ with _Role Playing_, Learning Activity, Economic Study Results**.